

INFILTRATOR

Quick Reference Card
Commodore 64/128™

Aircraft Requirements To take off on your Whizbang Gizmo™ DHX-1 Attack Chopper from Home Base, and start one of your soon-to-be legendary missions, you will need the following:

- A Commodore 64™ or Commodore 128™ computer.
- A disk drive.
- A TV or monitor.
- A sense of adventure, a lust for danger, and 42¢.

Preflight Checklist

1. Insert your joystick into PORT 2 of the Commodore system unit. Insert yourself into a seat.
2. Turn on the TV or monitor, and the disk drive.
3. Turn on the computer. The drive light will come on briefly, and then the screen will display the prompt: READY.
4. Hold the INFILTRATOR disk by its label. Carefully slide the disk, label side up, into the disk drive. Close the disk drive door or latch.
5. Type: LOAD'**",8,1
6. Press RETURN.
7. Put on your goggles, throw your pilot's scarf over your shoulder, smile and wave to your adoring fans, and get ready to DO SOMETHING!!

Quick Test Flight

- Press the B, S, and I keys to get the chopper started.
- When RPM's reach 2300 or more, pull straight back on the joystick to lift off the pad.
- Once above 2000 feet, press G to arm the cannons.
- Press T to go to the computer terminal screen and get your mission's proper ADF heading. At the computer screen press 2; the tactical map will give you the ADF frequency value. Press the space bar and any unassigned key to move back to the cockpit view.
- Press * to move to the communications screen, and press A to set the ADF. Type in the numerical value, disregarding the decimal point. Press the space bar to return to the cockpit.
- Press the fire button as you push forward on the joystick to accelerate forward.
- Keep the ADF pointing up and you will eventually reach your target destination.

Pilot Stuff The controls of your Whizbang Gizmo™ DHX-1 Attack Chopper are as follows:

Joystick Control The joystick controls all movement by the helicopter.
To climb, pull back on the joystick
To dive, push forward on the joystick
To accelerate, hold the button down and push forward
To decelerate, hold the button and pull back

To bank left, push to the left
To bank right, push to the right
To spin clockwise, hold the button and push to the right
To spin counter-clockwise, hold the button and push to the left

Keyboard Control The keyboard is used to control all other functions in the helicopter.

- B** turns on the battery
- S** initializes the computer and comm systems
- I** turns on the ignition
- G** arms the cannon (guns)
- R** arms the heat seeking missiles (rockets) II
- F** sets the flares for use
- C** sets the chaff for use
- H** toggles the Heads Up Display (HUD)
- W** toggles whisper mode
- * goes to the communications system
- T** goes to the computer terminal
- + turns the turbo booster on
- turns the turbo booster off

Ground Mission Stuff You will be faced with three (3) missions of progressively greater difficulty. All of the ground mission controls are as follows:

Joystick Control YOU are the small dark grey figure onscreen. Pushing the joystick will cause you to move in that direction, unless you are busy with a currently active item. Press the fire button to activate the item you have selected. The current active item is always indicated at the bottom of the main screen. Depending on the item activated, you may not be able to move until you are finished.

Keyboard Control Pressing the space bar switches you to the inventory screen. Pressing the following keys while on the main screen is the same as using the cursor on the inventory screen to select an item:

- | | | | |
|----------|--------------|----------|------------------|
| S | Sleeping gas | M | Mine detector |
| P | Papers | E | Explosive charge |
| G | Gas grenade | C | Camera |

Pause To pause, go to the inventory screen. The game will pause. Press any unassigned key to continue play.

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